

**It all
comes down to this.**



**An INTERLOGIC™
prose adventure**

commodore
COMPUTER

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INTERLOGIC™ Reference Card for the **COMMODORE 64™**

I. What You Need

Required

- ☐ Commodore 64 Computer
- ☐ One VIC 1541 diskette drive

Optional

- ☐ One or more blank, formatted diskettes (for SAVEs)
- ☐ VIC graphic printer (or equivalent) connected to the serial port (for SCRIPT)
- ☐ Second VIC 1541 diskette drive (for convenience with SAVE)

II. Loading the Game

1. Turn on the power to your Commodore 64.
2. Insert the game diskette in Drive 1 (drive B) and close the drive door.
3. Type

LOAD "GAME".

When the computer responds

"READY"

Type

"RUN."

The diskette drive will spin the diskette and the program will load. A message should appear asking you to wait while the game loads (this should take no more than 2 minutes).

4. If nothing appears on your screen, something is wrong. (See the Troubleshooting section.)

III. Talking to the Game

Whenever you see the prompt (>) the game is waiting for you to type in your instructions. You may type up to two full lines of text at a time. If you make a mistake, use the DELETE key to erase the error. When you have finished typing in your instructions, press the RETURN key. The game will respond and then the prompt (>) will reappear.

NOTE: You may use the left- and right-arrow keys in combination with the DEL and INST keys to edit your command; however, use of the up- and down-arrow keys will cause unpredictable results.

If a description will not fit on the screen all at once, [MORE] will appear in the bottom left portion of the screen. After reading the part on the screen, you will need to press the space bar to see the rest of the message.

IV. The Status Line

At the top of the screen, you will see a status line. This line is updated after every move to show your current whereabouts in the game. Depending upon the type of game, it may also show other information.

Score

In games that keep a score, such as the ZORK[®] underground adventure, the right side of the status line will show something like this:

SCORE= 245680

The first number is your score and the second is the total number of moves you have made. In this example, you have 245 points in 520 moves.

Time

In games that keep track of the time (e.g., the mystery thriller DEADLINE[™]), the right side of the status line will look something like the following:

TIME 9:22 AM

This shows the current time of day in the game.

When you enter the SAVE command, the game will respond:

Please insert SAVE diskette.

— Press RETURN key to continue —

1. If you have only one diskette drive, remove the game diskette and insert the storage diskette; otherwise, just insert the storage diskette in the second drive. (To prepare this diskette see [Inserting Storage Diskettes](#).)

2. Press RETURN. The game will respond:

Position (0-7) Default = 0

3. Type a number between 0 and 7 to tell the game which save position on the diskette to use (or simply press the RETURN key to select the default). The game will respond:

Drive (0-1) Default = 0

4. Select whichever drive contains the SAVE diskette. Now the game will respond:

— Press RETURN key to begin —

5. Press RETURN. The game will type:

Saving

to indicate that the game is being saved. This should take about half a minute. When the game has been saved, it will respond:

Please reinsert GAME diskette.

— Press RETURN key to continue —

6. Remove the storage diskette from the drive and insert the game diskette again (this step is unnecessary if you are using two drives). Close the drive door.

7. Press the RETURN key. If all is well, the game will respond:

Ok.

If it responds:

Failed.

consult the Troubleshooting section.

V. Saving a Game Position

To save the current position, use the SAVE command. You may SAVE up to eight different game positions on each storage diskette and RESTORE them in any order. To keep track of these different positions, each is assigned a number (from 0 to 7). Each time you SAVE a game position, it will overwrite any position that is already on your storage diskette with the number you specified. If you want to SAVE more than one game, you must use a different position number for each one.

You may now continue playing. You can use the storage diskette and the RESTORE command to return to this position at another time.

VI. Restoring a Saved Game Position

To restore a previously saved game position, enter the "RESTORE" command. Then follow the steps (1 to 7) for SAVE above.

VII. SCRIPTing

If you have a VIC Graphic printer (or any equivalent printer which attaches to the serial port on the Commodore 64), you may make a transcript of the game as you play it.

1. Connect the printer to the serial port on the Commodore 64.
2. Turn on the printer.
3. Load the game as described above.
4. To start the transcript at any time, use the SCRIPT command.
5. To stop the transcript, use UNSCRIPT.
6. SCRIPT and UNSCRIPT may be used as often as desired as long as the printer is left online.

VIII. Initializing Storage Diskettes

Storage or SAVE diskettes are made using the standard Commodore diskette initialization procedure (NEW command). See either the Commodore 64 Reference Manual or the VIC 1541 diskette drive manual for detailed instructions.

IX. Troubleshooting

If the game fails to load properly or if SAVE/RESTORE fails, check each of the following items. If none of these offers a solution, call your Commodore dealer for assistance.

1. Check to see that your Commodore and disk drive(s) are plugged in correctly, connected properly, and that everything is turned on.
2. Check to see that the diskette was inserted correctly, and that the drive door is closed.
3. Inspect the diskette carefully for any visible damage.
4. Be sure that the diskette is in the proper drive(s). The game diskette may only be run from the main drive (drive 0). For SAVE/RESTORE, be sure that you have typed the correct drive number for the storage diskette.
5. For SAVE, be sure that the storage diskette is not write-protected (i.e. there is nothing covering the notch on the side of the diskette).
6. Also for SAVE, be certain that the diskette has been properly initialized (formatted). As a last resort, try a different diskette.
7. If you have turned off your Commodore, follow the instructions for loading the game.
8. Try again; the problem may be only momentary.



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The Dungeon Master

CE **commodore**
COMPUTER

Welcome to ZORK!

Until you've entered the world of ZORK, you've never truly experienced underground.

The ZORK trilogy is designed so that you'll experience challenges at the most realistic level. You can communicate at complete will; there's neither floor-two word commands, with the longest verb and optional wide range of compound options in the game. Because ZORK is written in the most intricate you'll ever encounter, it will take all your intellectual abilities to survive and escape monsters from the underground. And because the challenges change with every move you make, each time you re-enter ZORK, you'll face new enigmas.

ZORK I: The Great Underground
Engage combats you with pencils and professions ranging from the mystical to the macabre, as you strive to discover the Dweez, Treasures of ZORK, and escape with them and your life!

ZORK II: The Wizard of Protons takes you into the depths of the subterranean realm. There you'll meet the Wizard who will attempt to confound your quest with his spectacular powers.

ZORK III: The Dungeon Master is the final test of your courage and wisdom. Your cunning culminates in a showdown with the Dungeon Master himself, and your destiny hangs in the balance.

Loading ZORK

To load ZORK, follow the instructions on your Reference Card.

The copyright notice and the serial number will appear followed by a description of the starting location of the game.

Whenever you see the prompt (Z) ZORK is asking for you to type in your instructions. When you have finished typing in your instructions, press the RETURN key. ZORK will respond and then the prompt (Z) will reappear.

Next to the prompt (Z) try typing the following:

LOOK AT THE LAMP

and press the RETURN key. ZORK responds with:

THE LAMP IS TURNED OFF

Your next response to ZORK by typing **TURN IT ON**

and press the RETURN key. ZORK responds and tells you:

(DUNN)

THE LAMP IS NOW ON

Read the RULES AND SIGNALS section for further directions and hints.

Downloaded from <http://ajphaphapublications.org/>

When you play a ZCRS game, you talk to ZCRS in plain English, typing in all your requests on your keyboard when you see the prompt `>`. When you have finished typing a line, press the RETURN key and ZCRS will do its best to answer it.

2C:00K usually acts as though your sentence began with "I want to" although you should not type those words explicitly. 2C:00K then displays a response that tells you whether what you want to do is possible in the current situation, and if it is, whether anything more can be done as a result.

All words you type are distinguished by their true actions, and all main quest letters are ignored.

200K words—many different types of sentences. Some examples:
TAKE THE GOLD. DROP GOLD. PICK UP GOLD. PUT DOWN THE GOLD.
GO NORTH. NORTH WALK NORTH.
N WALK AROUND THE HOUSE.
PUSH BUTTON. PUSH THE RED BUTTON. OPEN WOODEN DOOR.
LOOK AT THE WALL. LOOK UNDER ROCK. LOOK BEHIND CURTAIN.
LOOK IN BAG. READ A BOOK. READ ALL OF THE BOOKS.
DROP ALL. TAKE ALL. DROP ALL.
PUT THE KNIFE.

You must separate multiple objects with a verb by the word **AND** or a comma. For example:

TAKE ALL BUT THE KNIFE AND THE
LAND

PUT THE GOLD AND JEWELS IN
THE THIEF CASE

THROW THE NEWSPAPER, THE
RED BOOK, AND THE MAGAZINE IN
THE CHAIR!

You can include several sentences in one input line if you separate them by the word **THEN** or a period. You don't need to type a period at the end of an input line. For example:

TAKE BOOK, N. DROP BOOK AND CANDLE.

TAKE THE BOOK THEN N DROP
BOOK AND CANDLE

There are only two kinds of questions that SCIRE understands: **WHAT** and **WHERE**. For example, **WHERE IS THE GOLD** means **IS A GRIEF**.

You can tell if any various characters go do something by surrounding the request in double quotes. For example, **TELL COMPUTER "SPIN THE DISK"**, **TELL THE GNOME "READ THE NEWSPAPER"**, **TURN OFF THE LIGHT**.

It is also possible to answer a question or say something out loud in a similar manner. For example:

SAY 'HELLO SAILOR'
ANANDA A JIJUA

DOCK tries to be clever about what you really mean when you don't give enough information. If you say that you want to do something but you don't say what to do it with or in DOCK will sometimes decide that there was only one possible object you could have meant. When it does so it will tell you, by displaying, for example, (WITH-THE-ROPE). If your sentence is ambiguous, DOCK will ask what you really meant. Most such queries are, for example, (WITH-WHAT?) and be answered briefly, for example (ROPE).

200RK uses many more words than it understands. 200RK, www.abulark.com is a set of virtual translated words which are nearly all you are likely to use when conversing with 200RK. However 200RK's responses may tend toward purple prose at times and 200RK will display English descriptions that it couldn't possibly analyze. Indeed 200RK's responses may refer to something in which you cannot refer (perhaps to your desire). In that case it is not essential to the story and appears in 200RK's response only to enforce its own mental structure.

Completely opposing sentences will cause ZORK to complain in one way or another. After making the complaint, ZORK will ignore the rest of the input line. Unusual games, such as being attacked, will also make ZORK ignore the rest of the sentences you type, since the crew may have changed your status drastically.

Rules and Strategies

ZORK III:

The Dungeon Master

In ZORK II, you take the first step down into the heart of the Great Underground Empire. Only by making this final descent can you reach the summit of achievement in the ZORK trilogy. Your quest hinges upon discovering the secret purpose of the Dungeon Master, who will oversee your ultimate triumph—or destruction—in the realm of ZORK.

Many strange tales have been told of fabulous treasures, cursed creatures, and diabolical puzzles to be found here. The aspiring adventurer had best equip him- self with light (for the cave may be dark and gloomy) and weapons (for some of the inhabitants are unfriendly). Other tools and equipment may well be found (with luck) and used (with care, most). Ancient manuscripts and other printed matter may well offer clues.

In this story, time passes only in response to your input. You might imagine a giant clock that ticks once per minute and the story progresses only at each tick. Nothing happens in the story while you are thinking and planning your next move, so you can plan your moves slowly and carefully if you so choose.

Concepts for Exploring

Some things that you can do with objects in the story are not immediately obvious.

Containment. Some objects, called containers, can contain other objects. Some containers can be opened or closed, and some are always open. Some are transparent and some are not. Most containers have a limited capacity, and all objects have sizes, so that it is possible to fill up containers. Similarly, some objects have surfaces on which other objects can be placed.

Characteristics. Some of the characters in the story can be talked to or even ordered around in a simple manner. See the section TALKING TO ZORK for details. Characters in the story will also act a role: light bulbs when attacked. They may, in some cases, attack you unprompted.

Vehicles. There are objects in the story that have the ability to transport you to regions or regions that are inaccessible on foot. Needless to say, you have great personal peculiarities in going into such regions.

Directions. The passages connecting rooms in the Great Underground Empire, sometimes bend and turn unpredictably. You cannot always expect that after going north, you can return to where you started by going south.

Commands for Exploring

The best way to move from place to place is to type the direction you want to go. Acceptable directions are NORTH or N, SOUTH or S, EAST or E, WEST or W, NE, NW, SE, SW (or NORTH-EAST, NORTH-WEST, SOUTH-EAST or SOUTH-WEST no-hyphenity) and also U or UP and D or DOWN.

When you enter a particular place (ZORK calls any kind of place a "room") for the first time, ZORK usually displays the name of the room, a description of it and then descriptions of any interesting objects in the room with which you might want to interact. When you return to a room, ZORK normally displays just the name of the room and the names of the objects in it.

The **VERBOSE** command tells ZORK to show the descriptions of rooms and objects every time you go there, not just the first time. The **BRIEF** command tells ZORK to fully describe only newly encountered rooms and objects as it did initially. For knowing things around you already know well, the **SUPERBRIEF** command tells ZORK to show only the name of the room (as on your first visit there) and not even to mention objects in the room. You can always get a nice map of the room you are in and the objects in it by typing **LOOK** (or the abbreviation **L**).

Suggestions for More Successful ZORK Playing

It is essential that you draw a map. Some of the problems in the game (the Maze in ZORK I for one example) cannot be solved without mapping. Remember that there are 10 possible directions. In certain circumstances ENTER, EXIT for IN, OUT apply.

Read everything carefully. There are clues in some of the descriptions (labels, engravings, and books, etc).

Most objects in the game, which can be taken, are important, either as treasures or for solving problems. Some times treasures are also needed in solving problems.

Unlike other games with which you may be familiar, there are many possible routes to the successful completion of ZORK. There is no "correct" order for solving problems. Some problems have more than one solution, or don't need to be solved at all.

It is often helpful to play ZORK with another person. Different people find different problems easy, and can often complete each other.

Don't be afraid to try something bold or strange—you can always save your game first if you want. Trying the bizarre can be fun and often will give you a clue. A notorious example:

> GIVE THE CATERPILLAR TO THE CHRISTMAS-TREE MONSTER.
THE CHRISTMAS-TREE MONSTER IS REVOLTED AT THE THOUGHT OF ADORNING ITS BRANCHES WITH A CATERPILLAR.

You have just learned that there is probably something which would be a decision pleasing to the monster and possibly a solution to the problem.

How to Quit

If you want to stop playing and never continue from this particular position again, type **QUIT**. **ZORK** will respond: **YOUR POTENTIAL IS: potential OF A POSSIBLE SEVEN, IN number MOVES.**

Type **Y** next to the prompt (**>**) and press the **RETURN** key.

If you never want to continue from this particular position again, but you want to keep playing, type **RESTART** after the prompt (**>**). **ZORK** responds by starting the game over from the beginning.

If you want to continue playing from this particular position, but at a later time, follow the **SAVING A GAME POSITION** instructions.

Saving a Game Position

It will take you some time to play **ZORK** through to the end, just as it takes you some time to finish a good book. You will almost certainly not finish in one sitting. **ZORK** allows you to continue playing at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. There is a **ZORK** command called **SAVE** that makes a snapshot of your position in the game. If you are a casual or problem player, you may want to save your position before you embark upon (or after you finish) any particularly tricky or dangerous part of the journey. Having taken a snapshot, you can go back to that position even though you may get lost or killed after ward.

When the prompt (**>**) appears, type **SAVE**, then press the **RETURN** key. Then follow the instructions on your Reference Card.

Restoring a Saved Game Position

When you want to continue playing from where you made a snapshot, follow the **RESTORE** procedure. You can **RESTORE** a saved snapshot at any time during play.

When the prompt (**>**) appears, type **RESTORE** and press the **RETURN** key. Then follow the instructions on your Reference Card.

ZORK will move to your restored position. You can type **LOOK** for a description of where you are.

List of ZORK Commands

To simplify your adventuring, you may order ZORK to give you information by typing specific commands. These commands can be used over and over again as needed, but they are each considered one complete move. Type your command as a sentence to ZORK after the prompt (>) appears.

The list of commands is:

AGAIN

ZORK will respond as if you had repeated your previous sentence.

BRIEF

This commands ZORK to fully describe only newly encountered rooms and objects. Rooms already visited and objects already seen will be described by printing the room name and the object names only.

DIAGNOSE

ZORK gives you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous battle.

INVENTORY

ZORK lists your possessions. You may abbreviate INVENTORY by typing I.

LOOK

ZORK describes your surroundings in detail. You may abbreviate LOOK by typing L.

QUIT

This gives you the option to quit playing. If you want to save your position, first read the instructions under SAVING A GAME POSITION. You may abbreviate QUIT by typing Q.

RESTART

This ends the game and starts the game over from the beginning.

RESTORE

Restores a game position you saved with the SAVE command. See the section RESTORING A SAVED GAME POSITION.

SAVE

Saves a game position on your storage device(s). See the section SAVING A GAME POSITION.

SCORE

ZORK shows your current potential and the number of moves you have made.

SCRIPT

This command assumes you have a printer. It commands the printer to begin printing a transcript of your game session.

SUPERBRIEF

This command tells ZORK to show you only the name of the room you have entered and no other information. It is briefer than BRIEF.

UNSCRIPT

This command stops your printer from printing.

VERBOSE

This command tells ZORK to show you a long description of the room and the objects in it whenever you enter a room.

VERSION

ZORK responds by showing you the release number and serial number of your copy of the game.

WAIT

This command causes time in the game to pass. Normally, but even more so, no time is passing as far as ZORK is concerned—you could leave your computer, take a nap, and return to the game to find that nothing has changed. WAIT is used when you want to find out what will happen in the game if you do absolutely nothing while time passes. For example, if you encounter an alien being, you could WAIT and see what it will do.

Appendix

ZORK's Responses

ZORK may occasionally have a few words for you when it wants you to clarify your instruction. Some of ZORK's responses are:

I DON'T KNOW THE WORD your word! The word you typed is not in the game's vocabulary. Sometimes a synonym or rephrasing will be "understood." If not, ZORK probably doesn't know the idea you were trying to get across.

I CAN'T USE THE WORD your word! **HERE**. ZORK knows the word you typed, but the word made no sense where you put it in the sentence. Open the file, for example.

YOU MUST SUPPLY A VERB Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

THERE IS A NOUN MISSING IN THAT SENTENCE This usually indicates an incomplete sentence, such as: Put the lamp in the, where ZORK expected another noun and couldn't find it.

TOO MANY NOUN CLAUSES An example is: Put the troll in the basket with the shovel. A valid ZORK sentence has at most one direct object and one indirect object.

BIG PARDON? You did not type anything after the prompt (C>) and before you pressed the RETURN key on your keyboard.

IT'S TOO DARK TO SEE In the story there was no light to see objects in the room.

I CAN'T SEE ANY object **HERE** in the story if the object you referred to was not accessible to you.

MULTIPLE OBJECTS CANNOT BE USED WITH your verb. It is legal for you to use multiple objects (that is, nouns or noun phrases separated by "and" or a comma) only with certain verbs. Among the more useful of these verbs are take, drop, and put.

I DON'T UNDERSTAND THAT SENTENCE. You typed a sentence that is gibberish, for example: Give in all with sword. You might try rephrasing the sentence.

Command Summary

The following commands can be entered when the prompt (>) has appeared on the screen. (For explanations, see LIST OF ZORK COMMANDS section.)

AGAIN

BRIEF

DIAGNOSE

INVENTORY

LOOK

QUIT

RESTART

RESTORE

SAVE

SCORE

SCRIPT

SUPERBRIEF

UNSCRIPT

VERBOSE

VERSION

WAIT

Sentence Syntax

- A ZORK sentence must contain at least a verb or a command (e.g. **AGAIN**).
- Separate multiple objects of the verb by the word **"AND"** or a comma (,).
- Several sentences typed as ZORK at one time must be separated by a period (.) or by the word **"THEN"**. A period is not needed at the end of a line of input.
- Only two kinds of questions may be asked: **"WHAT"** and **"WHERE"**.
- Compass directions may be abbreviated to N, E, S, W, NE, NW, SW, SE, and UP and DOWN may be abbreviated to U and D, respectively.
- The letter "L" may be used to abbreviate the **LOOK** command.
- The letter "I" may be used to abbreviate the **INVENTORY** command.